PERSONAL SOFTWARE™

MONTY PLAYS MONOPOLY®

A COMPUTER OPPONENT PROGRAM
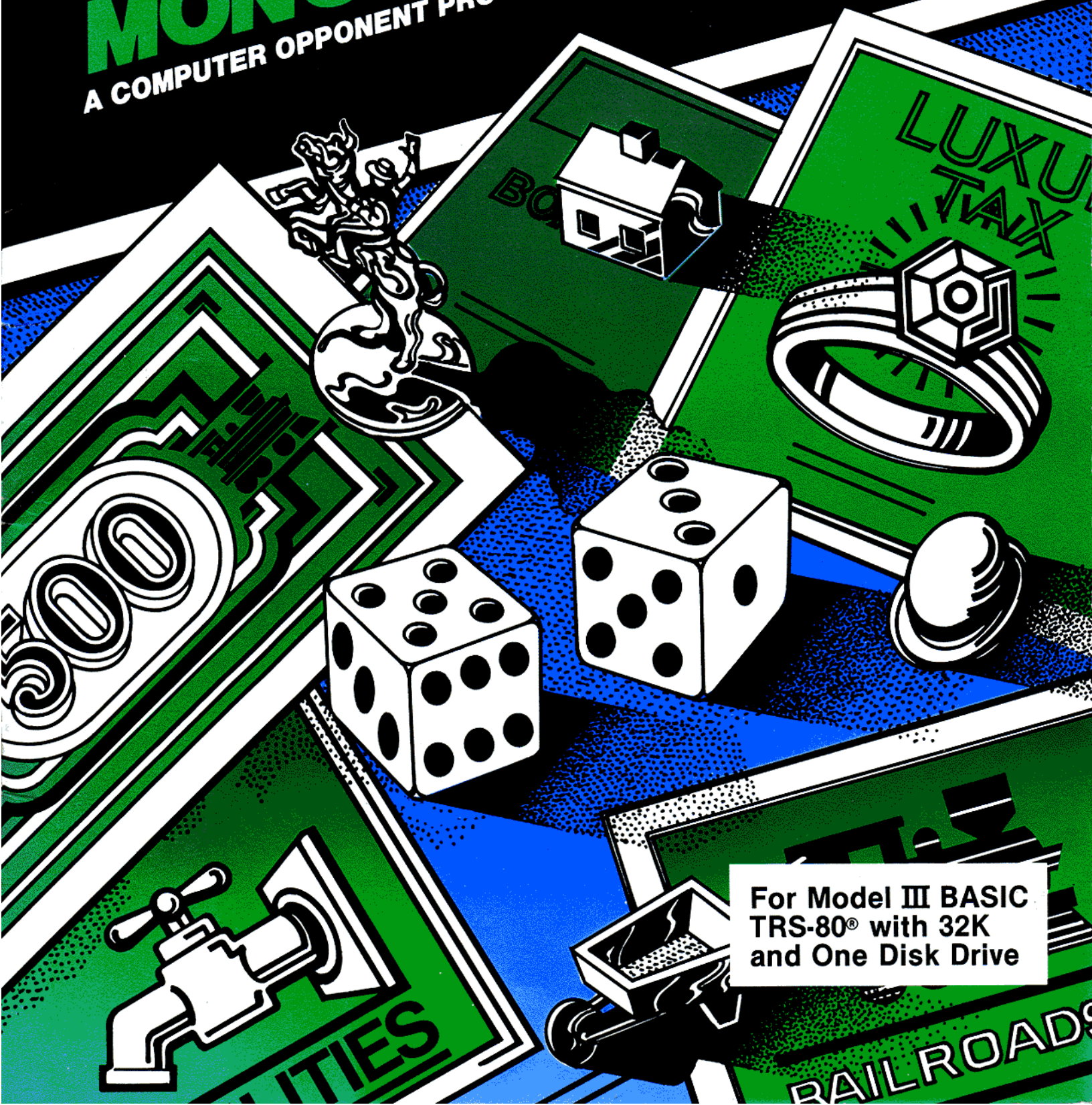
**For Model III BASIC TRS-80® with 32K and One Disk Drive**

# MONTY™ PLAYS MONOPOLY® User's Guide

**A 32K Computer Opponent Program for the TRS-80 Model III**

by
Ritam

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# Interview with MONTY™

"MONTY™ plays MONOPOLY®" is a computer opponent program designed to be used along with your Parker Brothers MONOPOLY® game. You will need the board and all of the equipment that comes with the game to use this computer opponent program. MONTY™ provides a new dimension to your enjoyment of the game. You will come to know him as simply another player, a bright, entertaining guest who provides real excitement.

IMPORTANT NOTICE: Before using MONTY™ Plays MONOPOLY® make a BACKUP copy. Follow the instructions, which begin, on page 8 for making a BACKUP.

This game is BACKUP LIMITED to allow only one copy of the game in addition to the original program diskette included in this package. It is important that you use this BACKUP copy of the MONTY™ Plays MONOPOLY® Program diskette when possible. Store the original diskette in its protective sleeve and put it in a safe place.

A recent interview with MONTY revealed some important points you will want to know before accepting his challenge to a game of MONOPOLY®.

**Q**  MONTY, is your game played according to the official rules?

**M**  Yes, I adhere strictly to the official rules. The only exception I allow is the option to put money on FREE PARKING, which I know is a popular "house rule." If we will be using this option, please have the banker tell me the amount that will be awarded each time a player lands on the FREE PARKING space. This option can only be established at the start of the game in replying to my question, `How much is on FREE PARKING?`

**Q**  Will you have any advantages over us–for instance, in already knowing your total worth when landing on INCOME TAX, or in never forgetting to ask for rent?

**M**  Even though your computer and I are intimately connected, and I do use it for calculating strategy decisions, I do not use its computing ability to give me an unfair advantage over the other players. For example, when I land on INCOME TAX, I too make a "guess" at my total worth before selecting my option of paying 10% or $200. I must admit that I never forget to ask for rent when you land on my properties, however, I always offer to pay rent when I land on anyone else's properties. And, of course, I trust my fellow players to take care in charging me properly for rents, etc.

**Q**  Are Auctions a part of your play?

**M**  This is one rule which is unfamiliar to most people. When someone lands on a property and chooses not to buy it, the property must immediately be put up for auction. I'll begin bidding automatically if I'm the one who has chosen not to buy. Everyone can bid on the property, and the banker should tell me, in response to my request for a `Counterbid`, the amount of the highest bid from the other players. And, if I outbid everyone else, just enter a `Counterbid` of $0 (zero) to complete the transaction. In addition, when a player goes bankrupt, and the debt is to the bank, that person's mortgaged properties are immediately auctioned off as if they are free and clear.

**Q**  Is there anything else, MONTY?

**M**  Yes, I must also be informed if there is a HOUSING SHORTAGE. If I try to buy a house when there are no more available, just press N on your keyboard in response to my question, `OK`? Also, it might happen that I need to sell a hotel to raise cash at a time when there is a housing shortage. For example, suppose I have three hotels on one color group, and I need to sell just one house to raise cash to pay a debt. Normally, this would leave me with two hotels and four houses left on these properties. However, if there is a housing shortage, with for instance only two houses still available, strict interpretation of the rule for selling houses evenly requires me to continue to sell the buildings on that color group until I have only two houses left standing. The way to inform me of this situation is easy. When I say that I am selling one house from such a property group, again just press N in response to `OK`? This will be telling me, "No, you can't stop there–keep selling." Continue doing this until only the available number of houses (two in this case) are remaining.

**Q** What information should we remember to give you during the course of the game?

**M** While I need to keep track of all information which affects my status in the game, I don't need to know everything about everything. For example, if you are MORTGAGING a property, it's not necessary to inform me of the fact at that time. Of course, if I happen to land on the mortgaged property, please remember to charge me $0 (zero) rent.

**Q** And, what about Bankruptcy?

**M** That's the final information which I will need. When a player goes bankrupt by landing on one of my properties, I should be informed immediately. After I say how much rent is owed to me, and then ask OK?, simply press N on the keyboard. When you come to the message which says UPDATE MONTY CASH, please enter the actual amount of cash you are paying me. And, lastly, tell me which properties I am acquiring. (The only exception to this procedure is when someone has been sent by a CHANCE card to a utility which I own. I will ask you to toss the dice to determine the rent you owe me. Here, tell me only the amount actually paid. Then, when that player would normally be starting his next move, press X on the keyboard to complete the bankruptcy proceedings.)

Finally, when a player goes bankrupt, but the debt is not to me, you can inform me of this by pressing X on the keyboard at the time when that player would normally be starting his next move. If the debt is to another player, please enter the letter O (in response to Debt code), and this will be all that I need to be told. And, if the debt is to the bank, enter B and we will proceed to auction off the bankrupt player's properties.

**Q** MONTY, do you ever make mistakes?

**M** If you assume that I have made a mistake, you may withdraw the equivalent amount from the bank.

END OF INTERVIEW

# Additional Points

Here are a few additional points you need to know for interacting with MONTY:

1) To toss the dice, or to respond to the words `Ready?` or `OK?` (see below), press the ⎡SPACE BAR⎤.

   To answer Yes-No questions, press ⎡Y⎤ or ⎡N⎤.

   To indicate a particular square on the board, press the ⎡→⎤ or ⎡←⎤ key. For example, when a CHANCE or COMMUNITY CHEST card is drawn sending a player to READING RAILROAD, hold down the key until `READING` appears in the window and then press the ⎡SPACE BAR⎤. This feature is also used in trading with MONTY and in bankruptcy.

2) If at anytime you make a mistake in answering a question, there will always be an `OK?` to allow you to recover. For example, if a player lands on CHANCE, a question will come up asking if he is getting sent anywhere. If you answer "yes," you will immediately be asked to indicate his destination. If you then realize that he's not actually being sent anywhere, just select any destination and then, when `OK?` appears, press ⎡N⎤. The question `Ready?` will appear instead of `OK?` when there's nothing that could be corrected from the previous message–it just means, "Are you ready to continue?"

3) The computer-generated dice will always be used, except twice:

   a. To determine who's turn will be first, use the real dice and tell MONTY who won.

   b. To determine the rent when a player is sent to a utility by a CHANCE card, use the real dice, and then calculate and enter the rent.

4) To see how much cash MONTY has, press ⎡SHIFT⎤⎡$⎤ before pressing the ⎡SPACE BAR⎤ to toss the dice. It will probably be more convenient to let the banker handle cash transactions for MONTY–just pay to or take from the bank any cash you owe to or should get from MONTY.

5) MONTY may draw the Chance or the Community Chest card requesting payment for each house and hotel. If he does not yet own any, just tell MONTY that he must pay $0 (zero).

6) If you prefer to throw the dice yourselves, pressing $\boxed{1}$ in response to `Please press space bar` will allow you to enter the value of the dice from then on. To return to the computer-generated dice, press $\boxed{2}$ in response to `Please press space bar`.

7) When the game ends, if you wish to play again, simply press the $\boxed{\text{SPACE BAR}}$ twice.

8) There are two options available when you see the message `PLEASE CONNECT SPEAKER AND THEN PRESS SPACE BAR`.

    a.  To bypass the introductory graphics and music press $\boxed{\text{ENTER}}$.

    b.  To demonstrate the graphics and music that occur during a game, press $\boxed{\text{D}}$. Press the $\boxed{\text{SPACE BAR}}$ to end the demonstration.

9) Summary of MONTY'S Commands:

    T  - trading
    1  - throw dice yourselves
    2  - return to computer generated dice
    X  - bankruptcy
    O  - bankruptcy, debt to another person
    B  - bankruptcy, debt to the bank

### Required Equipment

"MONTY™ plays MONOPOLY®" is written in Z-80 assembly language and Model III BASIC. To use it, you will need:

A 32K TRS-80 Model III with Model III BASIC

One disk drive

### Optional Equipment

To use this program you can include this optional equipment:

A cassette recorder with interface cable (RS 26-1207) and Audio Amplifier (RS 277-1008)

or:

A cassette recorder with interface cable and earphone

### Music and Sound Effects

To hear the music and sound effects, follow these steps:

1) Connect the cassette recorder interface cable to the computer.

2) Connect an earphone or audio amplifier as described below:

   a.  Audio amplifier:

       – Insert the large gray plug from the cassette recorder interface cable into the audio amplifier's input jack.

   b.  Earphone with a cassette recorder:

       – Insert the large gray plug from the cassette recorder interface cable into the tape recorder's AUX jack.

       – Insert the earphone plug into the tape recorder's EAR jack. (If your tape recorder has a monitor switch, simply turn it on rather than connecting a speaker.)

       – Depress the record-protect interlock level, which can usually be found at the left rear of the cassette compartment. While holding back this lever, put the recorder into record mode by simultaneously pressing the "RECORD" and "PLAY" buttons.

## Program Loading Instructions

1) Turn the computer on. Wait until the disk drive motor stops.

2) If a speaker is used, connect it.

3) **Write-protect** the BACKUP copy of your MONTY program diskette using the write-protect tabs provided with your diskette.

4) Insert the program diskette in drive 0 with the label side facing up.

5) Press $\boxed{\text{RESET}}$. The program will start running automatically once it is loaded.

### How to Back Up Your Diskettes - Single Drive

Use this procedure exactly:

1) Turn on your system. If this is the first time you've ever used the Radio Shack Disk System, refer to the Disk Operating System Manual for detailed instructions.

2) Insert the original program diskette to be Backed Up in Drive 0. The diskette MUST NOT have a write protect tab on the notch at this time. Insert the diskette with the label up. The small square notch in the diskette will be to your left. Close the diskette drive door firmly.

3) In order to make a BACKUP of the program diskette you must bypass the Automatic Loading feature of the program. Do the following:

Hold down the [ENTER] key while pressing the [RESET] button. You must continue holding down the [ENTER] key until you are prompted for the date.

| **The screen will shows:** | **You type:** |
|---|---|
| **Enter Date (MM/DD/YY)?** | Type today's date and press [ENTER]. (January 9, 1982 = [Ø][1][/][Ø][1][/][8][2] ) |
| Enter Time (HH:MM:SS)? | Press [ENTER] |
| TRSDOS Ready | [B][A][C][K][U][P][ ][:][Ø][ ][:][Ø] and press [ENTER] |
| SOURCE Disk Master Password? | [P][A][S][S][W][O][R][D] and press [ENTER] |
| Insert DESTINATION Diskette. | Press [ENTER]. (Make sure to "swap" your disks, and close the drive door before pressing [ENTER].) |

Note: If you are re-using an old disk, one or two additional questions may appear, depending on the previous contents of the disk. You may see:

Diskette contains DATA. Use Disk or not?

**or:**

Do you wish to RE-FORMAT the diskette?

If the questions appear, type $\boxed{Y}$ and press $\boxed{ENTER}$ for each question.

From this point, the screen will indicate which diskette to insert. Be sure to wait until the drive has stopped running before swapping diskettes.

After this process has been completed, the screen will show:

** Backup Complete **

Now follow the Loading Instructions on page 7 using the Backup copy of the Program diskette you just created.

## How to Back Up Your Diskettes - Multi Drive

Use this procedure exactly:

1)  Turn on your system. If this is the first time you've ever used the Radio Shack Disk System, refer to the Disk Operating System Manual for detailed instructions.

2)  Insert the original program diskette to be Backed Up in Drive 0. The diskette MUST NOT have a write protect tab on the notch at this time. Insert the diskette with the label up. The small square notch in the diskette will be to your left. Close the diskette drive door firmly.

3)  In order to make a BACKUP of the program diskette you must bypass the Automatic Loading feature of the program. Do the following:

    Hold down the ENTER key while pressing the RESET button. You must continue holding down the ENTER key until you are prompted for the date.

4)  Insert a new, blank diskette in Drive 1 and close the diskette drive door firmly.

| The screen will shows: | You type: |
|---|---|
| **Enter Date (MM/DD/YY)?** | Type today's date and press ENTER. (January 9, 1982 = 0 1 / 0 1 / 8 2 ) |
| Enter Time (HH:MM:SS)? | Press ENTER |
| TRSDOS Ready | BACKUP :0 :1 and press ENTER |
| SOURCE Disk Master Password? | PASSWORD and press ENTER |

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Note: If you are using a new disk, the system will format the disk for you. If you are re-using an old disk, one or two additional questions may appear, depending on the previous contents of the disk. You may see:

Diskette contains DATA. Use Disk or not?

**or:**

Do you wish to RE-FORMAT the diskette?

If the questions appear, type $\boxed{Y}$ and press $\boxed{ENTER}$ for each question.

From this point, the screen will indicate which diskette to insert. Be sure to wait until the drive has stopped running before swapping diskettes.

After this process has been completed, the screen will show:

** Backup Complete **

Now follow the Loading Instructions on page 7 using the Backup copy of the Program diskette you just created.

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